

DYNACOMP

CASINO CRAPS

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(C) 1982 By DYNACOMP, INC.
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INTRODUCTION

CASINO CRAPS was designed to be not simply a computer craps game, but rather an educational tool. With this program, you can improve your game skills while also having fun!

Minimum RAM and Accessories

- 16K RAM for Cassette Version
- 24K RAM for Diskette Version
- Atari BASIC Language Cartridge
- Atari Joystick (one required)

GETTING STARTED

If you have the Cassette Version of the Game:

1. Insert the game cassette into the program recorder, press REWIND, and then press PLAY.
2. Type CLOAD and press RETURN twice.
3. After the game loads into RAM, you will see the READY prompt. Type RUN and press RETURN.

If you have the Diskette Version of the Game:

1. Turn on the disk drive and insert the game diskette.
2. Power up your computer and turn on your video (TV monitor).
3. The diskette contains DOS and an AUTORUN.SYS file which will automatically run the program.

PLAYING

1. Insert a joystick into Port #1 of your computer.
2. CASINO CRAPS WITH ODDS has two versions - one is Straight Craps No Odds; the other version is Casino Craps with Odds.
3. You cannot stop the game by pressing the Break Key - it has been disabled.
4. If you press System Reset, it will wipe the program out of the computer memory (the same as turning the computer off).

5. If at anytime you wish to start a new game, just press the START key and the game will start over.

In both versions, you are allowed to lose \$1,000 or win \$10,000. If you lose, a message appears on the screen saying, "You have lost \$XXX. Your credit has been cut off. You're ejected from the game." If you win, the message says, "You have won \$XXX. You have broken the bank. You're a Master Crap Shooter." After a brief pause, win or lose, a new game starts.

Straight Craps No Odds

The first screen will show a pair of dice and will ask for the version of craps you wish to play. To make your selection, press the letter Y or N as indicated at the bottom of the screen. Y means yes (Casino Craps with Odds), N means no (Straight Craps). After you have made your selection, the screen will change. At the top of the screen, you will see the words GOOD LUCK; in the left center, the words PASS LINE; below that a flashing BET \$; to the right center, the words BANKROLL; and below it the amount of money you are given to start or play (\$500). In the lower portion of the screen, you will see the version of craps chosen; and, at the very bottom, the instructions on how to place your bet and roll the dice.

To place your pass line bet, just move the joystick up, down, left, or right until the amount you wish to bet appears next to the flashing BET \$. Then push the RED BUTTON on the joystick to enter your bet and to roll the dice. If you move the stick up, the bet will increase by \$1.00. Move the stick down and the bet decreases by \$1.00. Move the stick to the right, the bet increases by \$10.00; to the left, it decreases by \$10.00. The maximum bet that you can make is \$500.00.

After you have selected the amount of your bet and have pushed the joystick button, you will see the first roll of the dice. If the first roll is a 7 or 11, you win. If the first roll is a 2, 3, or 12, you lose (all three of these numbers are "craps"). If the first roll is not 7 or 11 or a "craps," then that number becomes the shooter's "points." To win, you have to roll the same number or "point" again before you roll a 7.

After the first roll of the dice, you will see the "point" (if any) appear at the top left corner of the screen and the number you rolled (which is the same as the dice) in the top right corner. If you roll and win, your bankroll will be increased by the amount of the bet. If you lose, the bet will be deducted from the bankroll. The play will continue until the game is over.

Casino Craps with Odds

In this version, the first and second screens are the same as Straight Craps and the same instructions apply until the second roll of the dice. If the first roll of the dice is not a "craps" or a 7 or 11, then you are allowed to make an odds bet on the "point." The screen will change and in the right center of the screen you will see the words POINT ODDS and directly below BET \$ flashing (indicating that your bet has not been placed yet). In the lower portion of the screen, you will see the "point" number, the possible number of ways that "point" or number can be made and

how, and the casino odds given for that number. The odds bet is placed in the same manner as the pass line bet; however, you cannot make an odds bet greater than the pass line bet.

After the odds bet is placed and the FIRE BUTTON is pressed, the second roll of the dice will appear. In the lower portion of the screen, a change is made again; this time to indicate the amounts you will win (if you make the "point"), the odds given for that number or "point," and the amounts you will lose (if you throw a 7 before you roll the "point"), and the combined total amount of the two bets (which is the amount that would be added to the bankroll). In the lose column, you will see the amount you will lose from the pass line bet, the amount you will lose from the odds bet, and the combined total amount of the two bets. You will note that in this version the bankroll appears in the center of the screen. The game will continue as indicated above until you win \$10,000 or lose \$1,000.

While CASINO CRAPS WITH ODDS teaches you the most important aspect of the game, it should be pointed out that there are many more bets that you can make while shooting craps in a casino. As a matter of fact, you can bet on every roll of the dice.

THE FOLLOWING ARE SOME OF THE BETS YOU CAN MAKE IN CRAPS:

- Pass Line - You're betting with the dice, and the payoff is even money. You win on a natural 7 or 11 on the first roll, lose on "craps" 2, 3, or 12 on the first roll. Any other number on the first roll is the shooter's "point." You win if the "point" is thrown again, unless a 7 is thrown first in which case you lose.
- Don't Pass Line - Same as above, except that you're betting against the dice and everything is reversed. You lose on a natural 7 or 11 on the first roll; you win on a "craps" 2 or 3. (When 12 is rolled, it's a "stand-off" - nobody wins.) You lose after the first roll if the shooter makes his "point." You win if the shooter rolls 7 before making his "point."
- Come - The simplest explanation of "come" bets is that you're betting with the dice exactly as on the "pass line," except that "come" bets are made any time after the first roll. You win on "naturals" 7 or 11; you lose on "craps" 2, 3, and 12. Any number that comes up is the "come point." The bet is shifted to that number on the table. You win if your "come point" shows before a 7; otherwise, you lose.
- Don't Come - The play is again reversed. You are betting on the second roll, but your bet is treated as if it were the first roll. You're betting against the dice exactly as on the "don't pass" line. You lose on naturals 7 or 11; you win on "craps" 2 or 3. (When 12 is rolled, it's a "stand-off" - nobody wins.) If a 4, 5, 6, 8, 9, or 10 comes up on the second roll, you lose if the shooter makes that point on any subsequent rolls. You win if a 7 is rolled before the number shows again.
- Odds - Once a "point" is made (either a shooter's "point" on the first roll or a "come point" on a succeeding roll), you can get odds with the dice or give the odds against the dice. You get 2 for 1 on a 10

and 4, 3 for 2 on a 5 and 9, 6 for 5 on a 8 and 6. You lay the same odds when you bet against the "point." The payoff is made on whether or not the "point" shows before the 7.

- Place Bets - Once a shooter makes a "point," you may take a place bet on the numbers 4, 5, 6, 8, 9, or 10. If the shooter throws any of these numbers before a 7 is thrown, you win. The payoff is 9 for 5 on a 4 or 10, 7 for 5 on a 5 or 9, and 7 for 6 on a 6 or 8. Place bets may be removed at any time before a roll.
- Field - You can bet on any roll that one of the following numbers come up: 2, 3, 4, 9, 10, 11, or 12. If it does, you get even money for numbers 3, 4, 9, and 11. You get 2 for 1 on number 2. You can 3 for 1 on number 12. If 5, 6, 7, or 8 comes up, you lose.
- Big 6 or 8 - You win even money if you bet on the number 6 or 8 and they show before a 7 is rolled.
- Any 7 - You bet that the next roll is a 7 and collect 5 for 1 if it is a 7.
- Any Craps - You bet that the next roll is a 2, 3, or 12 and collect 8 for 1 if one of the craps shows up.
- 11 - You can bet that the next roll will be an 11 and collect 15 for 1 if it is.
- Hard Ways - You can bet that 4, 6, 7, or 10 will be rolled the hard way. You win if the exact combination you bet shows up: (6) or two 3's, (8) or two 4's pay 10 for 1, (4) two 2's, (10) two 5's pay 8 for 1. You lose if the same total number is rolled any other way except the hard way or if a 7 is thrown.
- Craps - You can bet that the next roll will be a "craps" 2. If it is, you collect 30 for 1, or you can bet that it will be a "craps" 3. If it is you collect 15 for 1, or you can bet that it will be a "craps" 12. If it is, you collect 30 for 1.

GOOD LUCK!